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## **AMENDMENTS TO THE CLAIMS**

1. (currently amended) A method of compressing data in a graphics processing system comprising:

defining a plurality of tiles of data;

defining a tile format table, separate from data storage of said tiles, containing a status entry for each of said plurality of tiles;

compressing each of said tiles, wherein each tile is compressed if it is determined that compression results in a smaller tile size;

setting said status entry for each of said tiles in said tile format table, wherein said status entry indicates the memory size of each of said tiles after compression, with a full size indicating a non-compressed tile;

storing said tiles in a memory; and

retrieving said tiles from said memory whereby said status entry indicating memory size

is used to determine whether said tiles need to be decompressed at time of retrieval.

- 2. (original) The method of claim 1 wherein said compression is lossless.
- 3. (original) The method of claim 1 wherein each of said tiles comprises a cache20 line.
  - 4. (previously amended) The method of claim 1 wherein tiles read from said memory are decompressed when said status entry indicates that said tile is a compressed tile.

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5. (currently amended) A method of compressing color pixels in a graphics processor system comprising:

defining a plurality of tiles of data;

defining a tile format table, separate from data storage of said tiles, containing a status entry for each of said plurality of tiles;

compressing each of said tiles, wherein each tile is compressed if it is determined that compression results in a smaller tile size;

setting said status entry for each of said tiles in said tile format table, wherein said status entry indicates the memory size of each of said tiles after compression, with a full size indicating a non-compressed tile;

storing said tiles in a memory; and

retrieving said tiles from said memory whereby said status entry indicating memory size is used to determine whether said tiles need to be decompressed at time of retrieval.

- 6. (previously amended) The method of claim 5 wherein each of said tiles is compressed using one of a plurality of compression methods.
- 7. (previously amended) The method of claim 6 wherein each of said includes a
   20 value identifying the compression method of said plurality of compression methods used to compress said compressed tile.
  - 8. (previously amended) The method of claim 6 wherein each of said tiles is comprised of pixels having pixel color components.

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- 9. (previously amended) The method of claim 8 wherein one of said compression methods comprises entropy encoded differences between adjacent pixel color components, in which unique color or component values in a tile are extracted and sorted by minimal difference, are entropy encoded, and are indexed per pixel in said tile.
- 10. (original) The method of claim 9 in which the assignment of entropy codes per tile is based on the frequency of occurrence of difference values within said tile.
- 10 11. (original) The method of claim 10 in which multiple component difference codes are combined into a single code per pixel.
  - 12. (canceled)
- 13. (previously amended) The method of claim 9 in which said unique colors and components are sorted in a manner that minimizes a size of pixel difference encoding and minimizes a size of color and component difference encoding.
- 14. (previously added) The method of claim 1 wherein said status entry further 20 indicates the validity of data in said tile.
  - 15. (previously added) The method of claim 5 wherein said status entry further indicates the validity of data in said tile.